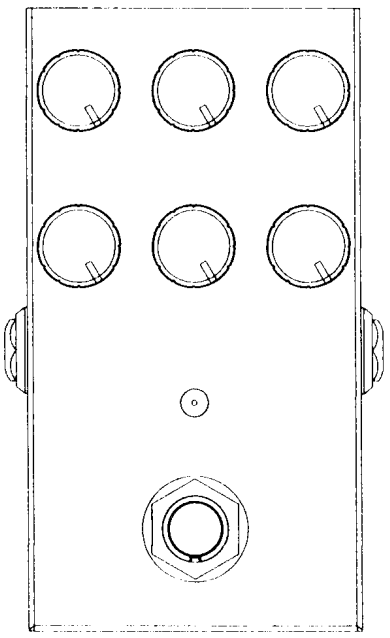
User Manual



MINI-UNIVERSE

Preface

Thank you for purchasing the MINI-UNIVERSE. This pedal is a pure-digital product, it provides 9 types of reverbs, It's like a big universe inside this machine. We do our best to develop this pedal, I hope you like it.

Attentions

■ The power supply:

Please use 9V(+-10%) adapter (negative inside and positive outside), otherwise it may cause equipment damage. Please unplug the power when not in use or during thunderstorm weather.

■ The connection:

Be sure to turn off the power of related equipment before connecting or disconnecting the device.

■ The electrical interference:

The electromagnetic wave of radio, television and other equipment may cause interference to the equipment, so please try to stay away from radio , television and other equipment.

■ The location:

To avoid deformation, discoloration, or other serious damage, do not expose this unit to the following conditions:

a. Heat sources
b. Magnetic fields
c. Sunlight
d. High temperature or moist district
e. Excessively dusty or dirty locations
f . Strong vibrations or shocks

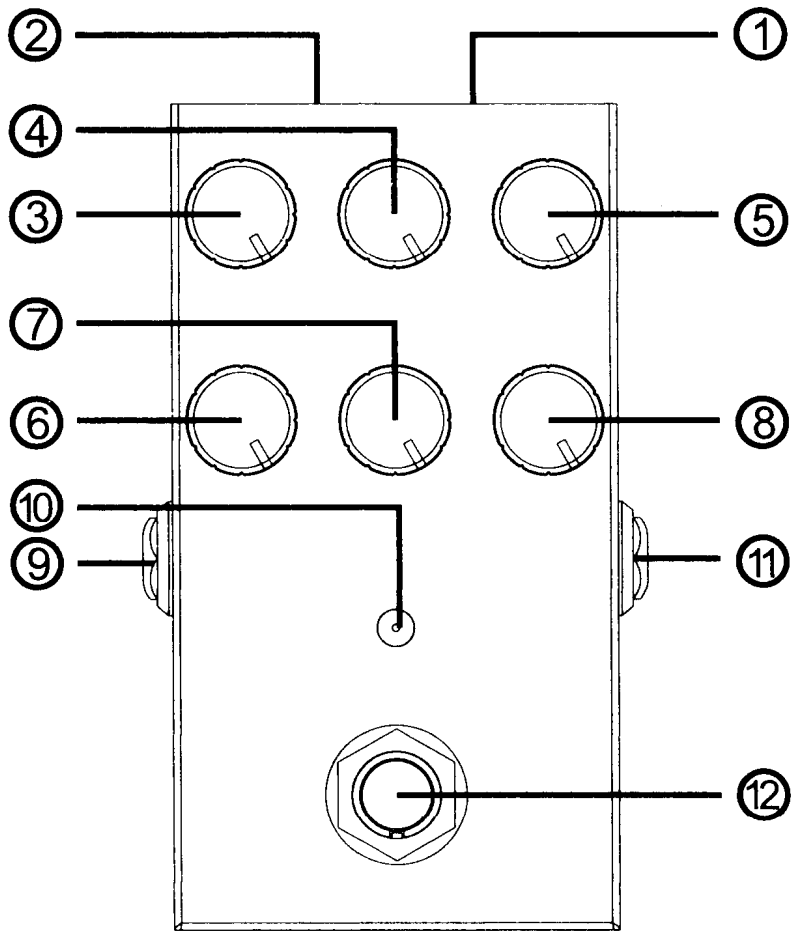
Features

■ This product is a compact metal appearance design.

■ There are 9 reverbs in total, it can be adapted to a variety of music.

■ MINI-UNIVERSE will let you get warm and natural timbre, also it has dynamic response.

■ High performance digital signal processor, to provide you with a nuanced sound.



①Power jack:

Please use 9V DC adapter (negative inside and positive outside).

②USB jack:

Support power supply, suggest to use 5V 1A adapter.

③DECAY knob:

Adjust the duration of echo.

④TYPE knob:

Select different reverb by dialing this knob, there are 9 gears, please look the Timbre introduction.

⑤MIX knob:

Adjust the ratio of wet and dry.

⑥PARAM1 knob:

In different timbre, the function of the knob is not exactly the same, please see the Timbre introduction.

⑦PARAM2 knob:

Please see the Timbre introduction.

⑧PARAM3 knob:

Please see the Timbre introduction.

⑨Output jack:

1/4" MONO audio output jack.

⑩LED:

The LED lights up when the effect pedal is enabled, or goes out in bypass mode.

⑪Input jack:

1/4" MONO audio input jack.

⑫Footswitch:

Enable/bypass the MINI-UNIVERSE by tap the footswitch.

Timbre introduction

GEAR1: ROOM reverb simulates a relatively small, simple-structured room sound where many reflections are absorbed by soft material in the room, and sound is reflected by walls.
PARAM1: HIGH pass, only used to regulate wet sound.
PARAM2: LOW pass, only used to regulate wet sound.
PARAM3: DRIFT, the pitch of wet sound produces a small cyclical rise and fall, you will hear vintage and charming background sound.

GEAR2: HALL reverb gives a wide,slightly scattering feeling, it simulates a grand ambient sound.
PARAM1: HIGH pass.
PARAM2: LOW pass.
PARAM3: DRIFT.

GEAR3: PLATE reverb is a reverb created in a large metal container, this is a very bright and powerful sound.
PARAM1: HIGH pass.
PARAM2: LOW pass.
PARAM3: DRIFT.

GEAR4: SPRING is a common type of reverberation.The sound signal is transmitted to the spring tank, and the pickup picks up the resonant sound of the spring tank, to mimics the reverberation effect produced in space.
PARAM1: HIGH pass.
PARAM2: LOW pass.
PARAM3: DWELL, control the number of springs.

GEAR5: SHIMMER, there is a pitch-shift sound in the wet sound. Adjust the pitch of the pitch shift sound, you can get the dissonant interval, create a scary background sound. You also can get the harmonic interval, it's a wonderful sound, a resplendent and unearthly ambience. The Amount param allow for a range of shimmer effects

from laid-back and subtle to full-blown majestic splendor.
PARAM1: HIGH pass.
PARAM2: PITCH, Adjust the pitch of the pitch-shift sound, the minimum value is the same as the original sound, the maximum value is two octaves above the original sound.
PARAM3: AMOUNT, adjust the amount of pitch-shift sound.

GEAR6: CLOUD reverb is a gorgeous large ambient reverberation, it sounds like the music come from all sides of the cloud. Cloud reverb can take any modest guitar or synth sound and turn it into a gorgeous ensemble.
PARAM1: HIGH pass.
PARAM2: LOW pass.
PARAM3: DIFFUSION, softens the early reflections to create a more diffused reverb. As Diffusion is increased, the reverb is smoothed and softened, the delay and reverberation mix together more naturally.

GEAR7: BLOOM reverb, more diffusion blocks were added to reverbs to smooth out the sound. A side effect of this was the tendency of the reverbs to have a slowly building envelope that "bloomed", experiment with short Decay times and higher Length values, and then longer Decay times with lower length values to get a feel for how these two portions of the reverb interact and complement each other.
PARAM1: HIGH pass.
PARAM2: LOW pass.
PARAM3: LENGTH, adjusts the length of the "bloom" portion, higher levels will result in longer bloom times.

GEAR8: SWELL reverb, the Swell machine brings in the reverb gradually behind the dry signal for subtle evolving textures, like having a volume pedal on the wet sound.
PARAM1: HIGH pass.
PARAM2: LOW pass.
PARAM3: RISETIME, adjusts the rise time of the swelled signal, I suggest you choose shorter times for single-line soloing or longer times for ambient chord work.

GEAR9: LOFI reverb, LOFI means low-fidelity, it is a mystical,profound,especial sound, a charming sense of nostalgia and unique white noise, it is suitable for vintage music.
PARAM1: SAMPLE RATE,only used to regulate wet sound.
PARAM2: WHITE NOISE.
PARAM3: DRIFT.

Technical parameter

Input	Standard 1/4" jack-MONO/TS
Output	Standard 1/4" jack-MONO/TS
Power supply 1	DC9V≥300mA ⊖⊃⊕
Power supply 2	USB 5V≥300mA
Size	112(L)X68(W)X40(H)mm
Weight	About 236g

Disclaimer: Specifications are subject to change without notice.

FCC Warning

Statement Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

■ Reorient or relocate the receiving antenna.

■ Increase the separation between the equipment and receiver.

■ Connect the equipment into an outlet on a circuit different from that to
which the receiver is connected.

■ Consult the dealer or an experienced radio/TV technician for help.